

AMENDMENTS TO THE CLAIMS

1-20. (Canceled)

21. (Currently amended) A game program computer readably stored in a storage medium and configured to cause a computer to:

(a) provide an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters are arranged move in the game space as attack targets to be attackable from the player character;

(b) display a game scene with plural target characters arranged within a visual range viewed from the player character, on a monitor display connected to the computer;

(b) ~~set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space and indicating that the target character having the smaller of the parameter value is more suitable to be attackable from the game character-~~

(c) set a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game play tries to attack the target characters, wherein the first zone is defined such that any target character within the first zone is attackable from the player character, the second zone is defined such that any target character within the second zone is conditionally attackable from the player character, and the outer zone is defined such that any target character outside the second zone is not attackable by the player;

(d) judge a current location value of the parameter with respect to each of said plurality of target characters displayed within the visual range;

(e) ~~and decide: (d-1) that select any target character which is currently in the first zone it is one of selectable candidate objects to be attackable at the present moment of time if~~

it has a current value of the parameter below a first predetermined value; (d—2) that and any target character which is currently in the second zone but was in the first zone and it is one of selectable candidate objects to be attackable at said present time if it has a current value of the parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value but excluding any target character which has then moved in from the outer zone within a certain period of time, excluding; and (d—3) that any target character which is currently in the outer zone and any target character which has moved in the second zone from the outer zone within said certain period of time not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

(f)(e) decide recommended order priorities of selections to the respective target characters selected at (e) as be attacked among those of said plurality of selectable candidate objects for attack in said first and second zones; in accordance with the current values of parameters locations at said present time so that the selectable candidate object having the smaller value of parameter located nearer to the reference point or line is given with the higher priority in deciding the order;

(f) indicate such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(g) allow the player to change selection of the candidate object for attack sequentially in accordance with the order of the priorities from a higher priority to a lower priority; by selecting one after the other in accordance with the decided selection order, the status of the selected one of said plurality of target characters as the target currently attackable, thereby to sequentially change the attackable target in response to operation by the game player; and

(h) allow the player to lock the attack on the object selected at (g).

22. (Canceled)

23. (Currently amended) A game program according to claim 21, wherein when at least one of said plurality of target characters becomes ineffective as an attack target, the selection order of the priorities among the selection-qualified candidates objects is re-decided.

24. (Canceled)

25. (Previously presented) A game program according to claim 21, wherein the target characters appearing in the game space are increased or decreased in accordance with advance of the game in response to operations of the game player.

26-28. (Canceled)

29. (Currently amended) A game program according to claim 21,
wherein said reference ~~place~~ point is set as a point at which the player character is currently located in said game space, and
wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said reference point ~~set as the reference place~~, respectively.

30. (Withdrawn and currently amended) A game program according to claim 21,
wherein said reference ~~place~~ point is set as a point set in said game space corresponding to a center point of a game display image, and
wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said reference point ~~set as the reference place~~, respectively.

31. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action game progressing in a game space in response to the operation on the controller, the electronic device being configured to perform:

(a) providing the game space with a player character, which moves in the game space in response to an operation of the game player, and a plurality of target characters which move are arranged in the game space to be attackable from the player character;

(b) displaying a game scene with plural target characters arranged within a visual range viewed from the player character, on a monitor display connected to the electronic device;

(b) setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a

distance from a reference place set in said game space and indicating that the target character having the smaller of the parameter value is more suitable to be attackable from the game character;

(c) setting a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line; wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters, wherein the first zone is defined such that any target character within the first zone is attackable from the player character, the second zone is defined such that any target character within the second zone is conditionally attackable from the player character, and the outer zone is defined such that any target character outside the second zone is not attackable by the player;

(d) judging a current location value of the parameter with respect to each of said plurality of target characters displayed within the visual range;

(e) and deciding: (d—1) that selecting any target character which is currently in the first zone and it is one of selectable candidate objects at the present moment of time if it has a current value of the parameter below a first predetermined value; (d—2) that any target character which is currently in the second zone but was in the first zone and it is one of selectable candidate objects to be attackable at said present time if it has a current value of the parameter between the first predetermined value and second predetermined value set larger than said first predetermined value but excluding any target character which has then moved in from the outer zone within a certain period of time, excluding; and (d—3) that any target character which is currently in the outer zone and any target character which has moved in the second zone from the outer zone within said certain period of time not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

(f)(e) deciding a recommended priorities order of selections to the respective target characters selected at (c) as be attacked among those of said plurality of selectable candidate objects for attack in said first and second zones, in accordance with the current values of

parameters at said present time locations so that the selectable candidate object having the smaller value of parameter located nearer to the reference point or line is given with the higher priority in deciding the order;

(f) indicating such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(g) allowing the player to change selection of the candidate object for attack sequentially in accordance with the order of the priorities from a higher priority, by selecting one after the other in accordance with the recommended order of selection decided at (e), the status of the selected one of said plurality of characters as the target currently attackable, thereby sequentially changing the attackable target in response to operation by the game player; and

(h) allow the player to lock the attack on the object selected at (g).

32. (Currently amended) An electronic device according to claim 31, wherein said reference place point is set at a point at which the player character is currently located in said game space, and wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said reference point ~~set as the reference place~~, respectively.

33. (Withdrawn and currently amended) An electronic device according to claim 31, wherein said reference place point is set at a point set in said game space corresponding to a center point of a game display image, and wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said reference point ~~set as the reference place~~, respectively.

34. (Canceled)

35. (Currently amended) A game program computer-readably stored in a storage medium and configured to cause a computer to:

(a) provide an action a game space in which a player character moves in a game-

space in response to an operation of a game player and in which a plurality of target characters move in a game space as attack targets to be attackable from the player character;

(b) displaying a game scene with plural target characters, which move within a visual range viewed from the player character, on a monitor display connected to the computer;

(b) set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) set a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space, wherein said first, second and outer zones are defined within said visual range based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters;

(d) ~~judge/detect~~ a current location value of the parameter with respect to each of said plurality of target characters displayed within the visual range;

(e) and decide: (d-1) that select any target character which has been is currently in the first zone within a certain period of time if it has a current value of the parameter below a first predetermined value; (d-2) that any target character is currently in the second zone if it has a current value of the parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value; and (d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value; (e) decide the target characters, which are currently in said first and second zones judged at (d-1) and (d-2) but excluding any target character which has moved been in from the outer zone to the second zone then within a said certain period of time, as selectable candidate objects;

(f) invest a recommended priorities order of selections to the respective target characters selected at (c) as be attacked among those of said plurality of selectable candidate objects for attack in accordance with the current locations values of parameters so that the selectable candidate object located nearer to the reference point or line having the smaller-

value of parameter is given with the higher priority in deciding the order;

(g) indicate such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(hg) allow the player to change the candidate object for attack, by selecting one after the other in accordance with the decided selection order of the priorities sequentially from the higher to the lower in response to operation by the game player; and

(h) allow the player to the selected one of said plurality of target characters as the target currently locked on to be the attacked; on the target object selected at (g) while the selected target object is within said first or second zone thereby to sequentially change the locked on target in response to operation by the game player.

36. (Currently amended) A game program computer-readably stored in a storage medium and configured to cause a computer to:

(a) provide an action a game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters are arranged move in the game space as attack targets to be attackable from the player character;

(b) display a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;

(b) set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attackable from the game character;

(c) set an inner zone, an outer zone, and a buffer zone set outside of between the inner zone and the outer zone, wherein at least some of the target characters are configured to move in and out between the inner zone and the outer zone at a certain period of time while the game player tries to attack the target characters, wherein said inner, outer and buffer zones are defined on the game scene currently displayed on the monitor display at every time when the player character moves in the game space;

(d) judge detect a current location value of the parameter with respect to each of said plurality of target characters currently displayed on the monitor display;

(e) select to decide that any target character which has been is currently in the inner zone, excluding if it is has a current value of the parameter below a predetermined value and

that any target which has been is currently in the inner zone, within the certain period of time if it has a current value of the parameter larger than said predetermined value;

(e) decide the target characters currently in said inner zone at (d) as selectable candidate objects;

(f) invest a recommended priorities order of selection as to those of said plurality of selectable candidate objects among the target characters selected at (e) in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicate such recommended order of selection to the respective target characters decided as the candidate objects displayed on a monitor display connected to the computer; and-

(hg) allow the player to change select a candidate target character for attack among the target characters selected at (e) one after the other in accordance with the decided higher to the lower of the priorities of selection order so that the selected target character selected by the player is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

37. (Currently amended) A game program according to claim 36-35,
wherein said reference place point is set at the point at which the player character is currently located in said game space, and
wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said point set as the reference place point, respectively.

38. (Withdrawn and currently amended) A game program according to claim 36-35,
wherein said reference place point is set at a point set in said game space corresponding to a center point of a game display image, and
wherein said recommended priorities ~~current values of the parameters~~ are decided based on distances of the target characters from said a point set as the reference place point, respectively.

39. (Withdrawn and currently amended) A game program according to claim 36-35,
wherein said reference place line is set as a base line extending from an origin at

which the player character is currently located in said game space, and

wherein said zones the distances are defined by angles of lines extending from the origin against the base line, and

40. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of ~~an action~~ a game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) ~~providing an action~~ a game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters are arranged ~~move in a game space as attack targets to be attackable from the player character;~~

(b) displaying a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;

(b) ~~setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;~~

(c) setting a first zone, a second zone set outside of and next to the first zone, and an outer zone set outside of and next to the second zone at every time when the player character moves in the game space ~~wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone~~ a certain period of time while the game player tries to attack the target characters, wherein said first, second and outer zones are defined on the game scene currently displayed on the monitor display based on one of distances from a reference point and angles from a reference line, which reference point or line is defined based on the current location of the player character, so that said first zone is nearest to the reference point or line;

(d) ~~judging detecting a current location value of the parameter with respect to each of said plurality of target characters currently displayed on the monitor display;~~

(e) selecting to decide: ~~(d-1) that any target character which has been is currently in the first zone, if it has a current value of the parameter below a first predetermined value;~~
~~(d-2) that any target character is currently in the second zone if it has a current value of the~~

parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value; and (d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value; (e) deciding the target characters, which are currently in said first and second zones judged at (d-1) and (d-2) but excluding any target character which has moved been in from the outer zone, to the second zone then within a the certain period of time, as selectable candidate objects;

(f) investing a recommended priorities order of selection as to be attacked among those of said plurality of selectable candidate objects among the target characters selected at (e), in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicating such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(hg) allowing the player to change a candidate target character for attack among the target characters selected at (e), by selecting one after the other in accordance with the higher to the lower of the priorities of decided selection order, so that the selected one of said plurality of target characters selected by the player at (g) is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

41. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action a game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) providing an action a game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters are arranged move in the game space as attack targets to be attackable from the player character;

(b) display a game scene on a monitor display connected to the computer so that a game player who operates the player character can view the plural target characters in the game scene currently displayed on the monitor display;

(b) setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) setting an inner zone, and an outer zone and a buffer zone set outside of between the inner zone and the outer zone, wherein at least some of the target characters are configured to move in and out between the inner zone and the outer zone at a certain period of time while the game player tries to attack the target characters, wherein said inner, outer and buffer zones are defined on the game scene currently displayed on the monitor display at every time when the player character moves in the game space;

(d) judging detecting a current location value of the parameter with respect to each of said plurality of target characters currently displayed on the monitor display;

(e) selecting to decide that any target character which has been is currently in the inner zone, excluding if it has a current value of the parameter below a predetermined value and that any target which has been is currently in the outer zone, within the certain period of time if it has a current value of the parameter larger than said predetermined value;

(e) deciding the target characters currently in said inner zone judged at (d) as selectable candidate objects;

(f) investing a recommended priorities order of selection to those of said plurality of as selectable candidate objects among the target characters selected at (e) in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicating such recommended order of selection to the respective target characters decided as the candidate objects displayed on a monitor display connected to the computer; and

(hg) allowing the player to select change a candidate target character for attack among the target characters selected at (e) one after the other in accordance with the higher to the lower of the priorities of decided selection order so that the selected target character selected by the player is as the target currently locked-on to be attacked, thereby sequentially change the locked-on target in response to operation by the game player.

42. (Currently amended) An electronic device according to claim 4140,
wherein said reference place point is set at the point at which the player character is

currently located in said game space, and

wherein said ~~recommended priorities~~ ~~current values of the parameters~~ are decided based on distances of the target characters from said ~~point set as the~~ reference place point, respectively.

43. (Withdrawn and currently amended) An electronic device according to claim ~~41~~40,

wherein said reference place point is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said ~~recommended priorities~~ ~~current values of the parameters~~ are decided based on distances of the target characters from said ~~point set as the~~ reference place point, respectively.

44. (Withdrawn and currently amended) An electronic device according to claim 41, wherein said reference place line is set as a base line extending from an origin at which the player character is currently located in said game space, and

wherein said zones ~~the distances~~ are defined by angles of lines extending from the origin against the base line, and

~~wherein said current values of the parameters are decided based on the angles~~ respectively.